

# FIRESTORM STALINGRAD 1942

**Firestorm: Stalingrad** recreates the fighting in and around the city of Stalingrad where the Germans and Soviets fight over every factory, building, and city block, whilst outside the city the Soviet attackers drive to encircle the city, forever cutting off the German Army.

The campaign consists of a series of *Flames Of War* games in which players attempt to capture areas from the enemy or recover those lost in earlier games.

Each time a player attacks they place a marker on the map, once all the markers have been used the campaign is over and the side with the most victory points wins.

## PLAYING GAMES

When a pair of players want to play a game, they Place a Battle Marker, Play a Game, and then Capture Areas.

### PLACE BATTLE MARKER

One of the players places a Battle Marker, either:



Place a Battle Arrow from an area held by their side into an area held by the opposing side, *or*



a City Fight Explosion inside the Stalingrad Location.

Who places the Battle Marker is determined as follows.

### Operation Uranus

The Soviets have launched a massive assault with the aim of cutting off German forces in Stalingrad, putting the Germans on the back foot.

For the first five Battle Markers, the Soviet player rolls a die.

- On a roll of 3+, the Soviet player places the Battle Marker.
- Otherwise, the German player places the Battle Marker.

### German Counterattack

The German High Command commits all reserves available to the fighting around Stalingrad. A victory here will turn the tide of the war.

For the second five Battle Markers, the German player rolls a die.

- On a roll of 3+, the German player places the Battle Marker.
- Otherwise, the Soviet player places the Battle Marker.

### All Around Defence

The Soviet advance has been blunted, but now German forces must fight in the city ruins, waiting for the armoured forces to break them out.

For the final five Battle Markers, the Soviet player rolls a die.

- On a roll of 3+, the Soviet player places the Battle Marker.
- Otherwise, the German player places the Battle Marker.



WWW.FLAMESOFWAR.COM



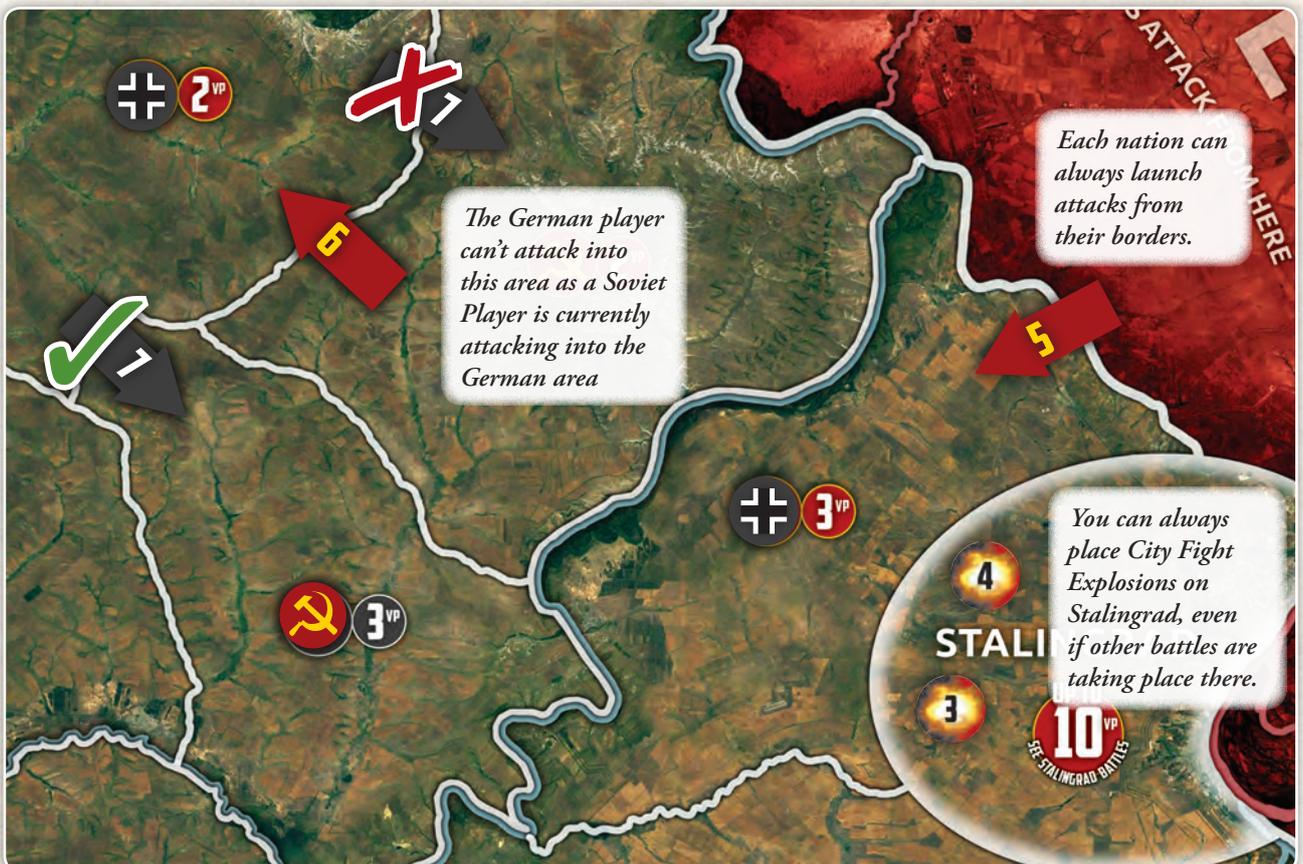
### PLACING BATTLE MARKERS

You place a Battle Arrow between a friendly area and an adjacent enemy area. You cannot place a Battle Arrow to attack out of an area that is completely surrounded by areas held by the enemy. These areas remain in your control, but cannot be used to launch an attack until they are relieved.

You cannot place a Battle Arrow to attack across a corner between areas. You must attack across the line of a border.

Only one Battle Arrow can be active between two areas at the same time. Other players may attack into or out of a disputed area, but they cannot make the same attack as another game currently in progress.

You may always place City Fight Explosions inside the Stalingrad Location. As Stalingrad does not change hands, you may have multiple battles occurring at the same time inside the city.



## BLUE-ON-BLUE OR RED-ON-RED GAMES

If you don't have an even match of German and Soviet players, you can either have one or more players change sides for the duration of the campaign, or have the players roll a die to see who is playing the enemy side for this game.

## PLAY A GAME

The players then play a game, with the player that placed the Battle Marker as the attacking player.

Players can choose a mission to play together, or the defender can choose either to counterattack or put up a static defence, then roll on the following table to select a mission.

If players are fighting inside the city of Stalingrad they may choose to play a game using the City Fighting Missions in *Iron Cross* and *Enemy at the Gates*.

MISSION TABLE		
DIE ROLL	COUNTER ATTACK	STATIC DEFENCE
1	Free for All	Breakthrough
2	Dust Up	Counterattack
3	Encounter	Contact
4	Breakthrough	Bridgehead
5	Counterattack	Rearguard
6	Contact	No Retreat

*These missions can be found in the Flames Of War rulebook or in the More Missions Pack online.*



## CAPTURE AREAS - COUNTRYSIDE

Once the game is over you update control stickers.

### Attacker Wins

If the winner was the attacker, they capture the enemy-held area. Mark the area that you captured by putting one of your side's control stickers over the enemy control sticker already on the map

### Defender Wins

If the winner was the defender, not only will the attacker not place a control sticker, but the defender may have been able to take some ground:

- If the players selected a mission together, the defender places a control sticker on a roll of 4+.
- If the defender counterattacked, they place a control sticker on a roll of 4+.
- If the defender put up a static defence, they place a control sticker on a roll of 6.

If neither player won, then the areas remain with whoever held them at the start of the game and no control stickers are placed.

## CAPTURE AREAS - STALINGRAD

If the fighting occurs inside the city of Stalingrad, then place the winners control sticker on the Stalingrad City Fight Track, regardless of who was the attacker or defender.

If neither player won, no control stickers are placed.



## WHO WON

At the end of the campaign, add up the Victory Points (VP) on the Firestorm Stalingrad Map and Stalingrad city fight track for each side. The side with the greater Victory Point total wins the campaign. Consult the following list to determine the scale of the victory.

### SOVIET: STRATEGIC VICTORY (Soviet: 35+ VP)

Stalingrad has been liberated and the German forces are either destroyed or routed in disarray. The tide has truly turned and soon we shall be on Hitler's doorstep.

### SOVIET: OPERATIONAL VICTORY (Soviet: 30+ VP)

Soviet troops have performed as expected, pushing aside resistance and driving forward. Some German pockets remain, but they will be quickly mopped up.

### SOVIET: TACTICAL VICTORY (Soviet: 25+ VP)

The fascists have been pushed back but remain strong enough that a second offensive must now be planned to finish the job.

### STALEMATE (Soviet: 16 to 24 VP, German 16 to 24 VP)

The fighting around Stalingrad has turned into a stalemate with neither side able to break the enemy lines. A second failure will not be tolerated.

### GERMAN: TACTICAL VICTORY (German: 20+ VP)

Living to fight another day can be as important as taking ground. Tomorrow, the German forces around Stalingrad will keep on fighting.

### GERMAN: OPERATIONAL VICTORY (German: 25+ VP)

Stopping the Soviet juggernaut around the city has not only saved the troops inside Stalingrad, but also stopped attacks across the front.

### GERMAN: STRATEGIC VICTORY (German: 30+ VP)

The Soviet assault has been completely repelled. Stalingrad shall be forever known as the city that broke Stalin's armies.

## MILESTONES:

A victory at Stalingrad might change the tide of the war. As well as adding Victory Points to the overall total, whoever controls Stalingrad can influence the outcome of the campaign.

After Determining who has won the campaign, and the scale of the victory, both sides may adjust the scale of victory (or defeat) by one level for each milestone they reach on the Stalingrad City Fight track. A resounding victory in Stalingrad can even change a defeat to victory!

**Example:** The Soviet player has achieved two milestones, whilst the German player has only achieved one. The net result is that the Soviet player may increase the size of their victory (or reduce the scale of their defeat) by one level.

### SOVIET VICTORY IN STALINGRAD

The Soviets have successfully kept their vital bridgehead into the city open. The moral victory in Stalingrad will inspire brave Soviet soldiers for the rest of the war.

### GERMAN VICTORY IN STALINGRAD

The German army has successfully established Fortress Stalingrad and will slow any further Soviet advances in the region. Now they dig in and wait to be relieved.